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Goetz Graefe

June 1993

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Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database oriented database systems, operator model of parallelization, parallel algorithms, relational database algorithms, sort-hash duality

2 [Anatomy of a native XML base management system](#)

T. Fiebig, S. Helmer, C.-C. Kanne, G. Moerkotte, J. Neumann, R. Schiele, T. Westmann

December 2002 **The VLDB Journal – The International Journal on Very Large Data Bases**, Volume 11

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Keywords: Database, XML

3 [Parallel execution of prolog programs: a survey](#)

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo

July 2001

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transparency, among other characteristics, make logic programs interesting candidates for obtaining parallel execution. At the same time, the fact that the typical applications of logic programming for computation ...

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We present the design, implementation, and evaluation of run-time adaptation within the River database environment. The goal of the River system is to provide adaptive mechanisms that allow database applications to cope with performance variations that are common in cluster platforms. We describe the mechanisms, and carefully evaluate those mechanisms and their effectiveness. In our analysis, we identify unanswered and important questions ...

Keywords: Performance availability, clusters, parallel I/O, performance faults, robust performance

5 Manageability, availability and performance in Porcupine: a highly scalable, cluster-based mail server

Yasushi Saito, Brian N. Bershad, Henry M. Levy

December 1999 **ACM SIGOPS Operating Systems Review , Proceedings of the seventeenth ACM SIGOPS conference on Operating systems principles**, Volume 33 Issue 5

Full text available:  pdf(1.62 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#):

This paper describes the motivation, design, and performance of Porcupine, a scalable mail server that provides a highly available and scalable electronic mail service using a large cluster of commodity hardware. It is easy to manage by emphasizing dynamic load balancing, automatic configuration, and graceful degradation in the presence of failures. Key to the system's manageability, availability, and performance is that sessions are served ...

6 Affinity-based management of main memory database clusters

Minwen Ji

November 2002 **ACM Transactions on Internet Technology (TOIT)**, Volume 2 Issue 4

Full text available:  pdf(553.96 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#):


We study management strategies for main memory database clusters that are interposed between back-end databases as content caches. The task of management is to allocate data across individual nodes and route queries to the appropriate databases for execution. The goal is to maximize effective cache utilization and minimize synchronization cost. We propose an affinity-based management system for main memory database clusters. ALBUM executes each query ...

Keywords: Main memory database, clustering, database administration, database cluster, file organization, scalability

7 REQUEST II — a distributed database system for local area networks

Marek Rusinkiewicz, Dimitrios Georgakopoulos


November 1999 **Proceedings of 1986 fall joint computer conference on Fall joint computer conference**

Full text available:  pdf(1.02 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

8 Cluster I/O with River: making the fast case common

Remzi H. Arpaci-Dusseau, Eric Anderson, Noah Treuhaft, David E. Culler, Joseph M. Hellerstein, David May 1999 **Proceedings of the sixth workshop on I/O in parallel and distributed systems**


Full text available:  pdf(1.20 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Manageability, availability, and performance in porcupine: a highly scalable, cluster-based mail server

Yasushi Saito, Brian N. Bershad, Henry M. Levy

August 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 3

Full text available:  pdf(2.52 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the motivation, design and performance of Porcupine, a scalable mail server. It provides a highly available and scalable electronic mail service using a large cluster of commodity PCs to be easy to manage by emphasizing dynamic load balancing, automatic configuration, and graceful presence of failures. Key to the system's manageability, availability, and performance is that sessions

Keywords: cluster, distributed systems, email, group membership protocol, load balancing, replication

10 OceanStore: an architecture for global-scale persistent storage

John Kubiawicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakrishna Hakim Weatherspoon, Chris Wells, Ben Zhao

November 2000 **Proceedings of the ninth international conference on Architectural support for programming languages and operating systems**, Volume 28, 34 Issue 5, 5

Full text available:  pdf(166.53 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to data. Since this infrastructure is comprised of untrusted servers, data is protected through redundancy and replication techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionally, the system allows adaptation to regional outages and denial of service attacks; monitoring also enhances pro-active movement ...

11 ARMI: an adaptive, platform independent communication library

Steven Saunders, Lawrence Rauchwerger

June 2003 **ACM SIGPLAN Notices, Proceedings of the ninth ACM SIGPLAN symposium on parallel programming**, Volume 38 Issue 10

Full text available:  pdf(242.64 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

ARMI is a communication library that provides a framework for expressing fine-grain parallelism on a machine using shared-memory and message passing library calls. The library is an advanced implementation of a communication protocol and handles low-level details such as scheduling incoming communication and aggregating requests to coarsen parallelism when necessary. These details can be tuned for different platforms to allow for the highest performance ...

Keywords: MPI, OpenMP, Pthreads, RMI, RPC, communication library, parallel programming, runtime

12 OceanStore: an architecture for global-scale persistent storage

John Kubiawicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton, Dennis Geels, Ramakrishna Hakim Weatherspoon, Westley Weimer, Chris Wells, Ben Zhao

November 2000 **ACM SIGPLAN Notices**, Volume 35 Issue 11

Full text available:  pdf(1.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to data. Since this infrastructure is comprised of untrusted servers, data is protected through redundancy and replication techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionally, the system allows adaptation to regional outages and denial of service attacks; monitoring also enhances pro-active movement ...

patterns allows adaptation to regional outages and denial of service attacks; monitoring also enha
pro-active movement ...

13 Polygon rendering on a stream architecture

John D. Owens, William J. Dally, Ujval J. Kapasi, Scott Rixner, Peter Mattson, Ben Mowery

August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics ha**

Full text available:  pdf(161.65 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [ind](#)

The use of a programmable stream architecture in polygon rendering provides a powerful mechani
performance needs of today's complex scenes as well as the need for flexibility and programmabili
pipeline. We describe how a polygon rendering pipeline maps into data streams and kernels that o
this mapping is used to implement the polgyon rendering pipeline on Imagine, a programmable st
compare our resul ...

Keywords: OpenGL, SIMD, graphics hardware, kernels, media processors, polygon rendering, str
processing, streams

14

External memory algorithms and data structures: dealing with massive c

Jeffrey Scott Vitter

June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

Full text available:  pdf(828.46 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [ind](#)

Data sets in large applications are often too massive to fit completely inside the computers interna
input/output communication (or I/O) between fast internal memory and slower external memory (
major performance bottleneck. In this article we survey the state of the art in the design and anal
EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O
varie ...

Keywords: B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hier
multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sort

15 Using generative design patterns to generate parallel code for a distributed memory environ

Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald

June 2003 **ACM SIGPLAN Notices , Proceedings of the ninth ACM SIGPLAN symposium or
of parallel programming**, Volume 38 Issue 10

Full text available:  pdf(385.41 KB)



Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a
design patterns reflect commonly occurring parallel communication and synchronization structures
(Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use *gene*
programmer selects the parallel design patterns that are appropriate for an application, and then i
specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

16 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  pdf(613.63 KB)  html(2.78

KB)

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17 Consistency and replication: Application specific data replication for edge services

Lei Gao, Mike Dahlin, Amol Nayate, Jiandan Zheng, Arun Iyengar

May 2003

Proceedings of the twelfth international conference on World Wide Web

Full text available:  [pdf\(476.22 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#):

The emerging edge services architecture promises to improve the availability and performance of servers at geographically distributed sites. A key challenge in such systems is data replication and server code can manipulate shared data without incurring the availability and performance penalty accessing a traditional centralized database. This paper explores using a distributed object architecture.

Keywords: availability, data replication, distributed objects, edge services, performance, wide area networks

18 Rendering systems on clusters: Approach for software development of parallel real-time VE clusters

C. Winkelholz, T. Alexander

September 2002

Proceedings of the Fourth Eurographics Workshop on Parallel Graphics and

Full text available:  [pdf\(546.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#):

This paper presents our approach for the development of software for parallel real-time virtual environments running on heterogeneous clusters of computers. This approach is based on a framework we have developed. The set-up of immersive virtual environment systems using single components coupled by an isolated framework provides parallel rendering of multiple projection screens and parallel execution of applications on components.

19 Program transformation and runtime support for threaded MPI execution on shared-memory multiprocessors

Hong Tang, Kai Shen, Tao Yang

July 2000

ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 21, Number 4, July 2000

Full text available:  [pdf\(352.21 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#):

Parallel programs written in MPI have been widely used for developing high-performance applications. Because of a restriction of the MPI computation model, conventional MPI implementations on shared-memory multiprocessors require each MPI node to be an OS process, which can suffer serious performance degradation in the presence of contention. This paper studies compile-time and runtime techniques for enhancing performance portability of MPI programs on shared-memory multiprocessors.

Keywords: MPI, lock-free synchronization, multiprogrammed environments, program transformation, shared-memory multiprocessors, threaded execution

20 Ace: a language for parallel programming with customizable protocols

Mukund Raghavachari, Anne Rogers

August 1999

ACM Transactions on Computer Systems (TOCS), Volume 17 Issue 3

Full text available:  [pdf\(297.50 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#):





Customizing the protocols that manage accesses to different data structures within an application can improve the performance of software shared-memory programs substantially. Existing systems for using customized protocols are not used directly because the mechanisms they provide for manipulating protocols are low-level ones. This paper studies the issues involved in providing language support for application-specific protocols. We describe the design and implementation of Ace.

Keywords: parallel processing, protocols, shared-memory multiprocessors

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Pradip Bose

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7 Evon: an extended von Neumann model for parallel processing

Wai-Mee Ching

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8 DCBL: dataflow computing based language with n-value logic

Jayantha Herath, Nobuo Saito, Kenji Toda, Yoshinori Yamaguchi, Toshitsugu Yuba

November 1999 **Proceedings of 1986 fall joint computer conference on Fall joint computer conference**

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9 Distributed functions allocation for reliability and delay optimization

S. Hariri, C. S. Raghavendra

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Full text available:  pdf(951.06 KB)

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10 MUPPET—a programming environment of message-based multiprocessors

H. Muehlenbein, F. Limburger, S. Streitz, S. Warhaut

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11 A parallel computer based on cube connected cycles for wafer scale integration

Moon Jung Chung, Edward J. Toy, Aarti Gupta

November 1999 **Proceedings of 1986 fall joint computer conference on Fall joint computer conference**

Full text available:  pdf(1.15 MB)

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Keywords: VLSI, computer architecture, cube connected cycles, parallel processing, wafer scale integration

12 A new class of parallel algorithms for solving linear tridiagonal systems

S. Lakshmivarahan, Sudarshan K. Dhall


November 1999 **Proceedings of 1986 fall joint computer conference on Fall joint computer conference**

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P. S. Tseng, Kai Hwang


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14 Optimal granularity of parallel evaluation of AND trees

Guo-Jie Li, Benjamin W. Wah

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Keywords: AND trees, critical-path scheduling, divide-and-conquer algorithms, granularity, processor utilization, processor-time efficiency

15 Implementation of parallel Prolog on tree machines

Hajime Miura, Masaharu Imai, Masafumi Yamashita, Toshihide Ibaraki

November 1999 **Proceedings of 1986 fall joint computer conference on Fall joint computer conference**

Full text available:  pdf(837.52 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: Prolog, knowledge-based problems, logic programming, multiprocessor systems, parallel algorithms, tree machines

16 A fault tolerant, bit-parallel, cellular array processor

Steven G. Morton


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17 Parallel processing of a knowledge-based vision system

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Keywords: image understanding, knowledge-based parallel processing, symbolic

processing

18 TEAM: an experimental transportable natural-language interface

Paul Martin, Douglas E. Appelt, Barbara J. Grosz, Fernando Pereira

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19 Providing expert systems with integrated natural language and graphical interfaces

Philip J. Hayes

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